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SHORTENED STATUTORY PERIOD OF RESPONSE	MAIL DATE	DELIVERY MODE
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Please find below and/or attached an Office communication concerning this application or proceeding.

If NO period for reply is specified above, the maximum statutory period will apply and will expire 6 MONTHS from the mailing date of this communication.

Office Action Summary	Application No.	Applicant(s)	
	10/661,863	SIMON ET AL.	
	Examiner	Art Unit	
	Hari Kunamneni	2109	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☐ Responsive to communication(s) filed on _____.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *1-23* is/are pending in the application.

4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *1-23* is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☒ Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date *Sept. 12, 2003*.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____.

DETAILED OFFICE ACTION

Claim Objections

1. Claim 11-15 are objected to because of the following informalities:

Claim 2-10 and 12-15 are objected because, in line 1 they state, "A web conferencing system ...". Change A to --The---

Claim 11, line 5, introduces the web conferencing signal without antecedent basis.

All dependant claims (12-15) dependant on claim 11 are also objected.

Claim 19 and 20 are objected to because of the following informalities:

Claim 19 refers to claim 16 and on line 3, the claim states, "... the received images ...", there are no received images in Claim 16.

However, there are received images in claim 17 and examiner has assumed claim 19 is dependant upon claim 17 for further examination.

Claim 19, on lines 3-4 states, "... the received images into decompressed video signal,", However, in claim 16 or 17, the video signal was not introduced as a compressed video signal. For further

examination examiner has assumed that the received images are compressed images.

Since claim 20 is dependant upon claim 19, claim 20 is also objected.

Appropriate corrections are required to the above claims.

Claim Rejections - 35 USC § 112

2. The following is a quotation of the second paragraph of 35 U.S.C. 112:

> The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

3. Claim 13 is rejected under 35 U.S.C. 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention.

Claim 13, lines 2-3 state, "the video server provides a portion of full-motion ***video signal*** as an ***audio signal*** ...". The claim fails to inter-relate this transmitted signal to other claim elements.

Specification does not provide any detail how a portion of video signal is selected and later combined.

Claim Rejections - 35 USC § 101

4. 35 U.S.C. 101 reads as follows:

> Whoever invents or discovers any new and useful process, machine, manufacture, or composition of matter, or any new and useful improvement thereof, may obtain a patent therefor, subject to the conditions and requirements of this title.

5. Claims 16-23 are rejected under 35 U.S.C. 101 because, they are statutory process (i.e. method) claims with a judicial exception of implementing an abstract idea(s) (i.e. receiving, converting, transmitting, extracting, formatting, connecting, etc.) without a tangible input. Receiving and transmitting signals is not considered to be a tangible output.

Claim Rejections - 35 USC § 102

6. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

> A person shall be entitled to a patent unless –
>
> (b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

7. Claims 1-12 and 14-20 are rejected under 35 U.S.C. 102(b) as being anticipated by Shaw et al. (US 6356945).

For claim 1:

A web data conferencing system comprising:

means for receiving a full-motion video signal from a remote location (See FIG13, top right hand side, receiving motion video from either TV or camera);

means for providing the full-motion video signal to a web conferencing system (mpeg is known to be a standard web format for video motion pictures, "The pixel-domain-codec encoder 1304 and decoder 1306 are designed for custom coding algorithms such as vector quantization, pixel domain operations for the DCT transform based on ***standard coding algorithms*** such as ***MPEG***, et al, ... ", Column 19, lines 41-44); and

a first network interface for providing the full-motion video signal to a plurality of web conference subscribers as a web conferencing signal (see FIG. 6, Ethernet interface).

For Claim 2:

A web conferencing system according to claim 1 (see supra for claim 1 discussion), wherein the means for providing the full motion video signal as the web conferencing signal includes a format converter which converts the full-motion video signal into a format compatible with the web conferencing system (see FIG. 13, item 410, FORMATTER that converts captured frames to MPEG format, "Formatter 1302 [sic 410] identifies the transmitting or receiving coding algorithms, derives their specific format requirements and if these external format requirements are different from the current internal formats, the formatter reformats the

horizontal and vertical resolution which results in a separate internal format which is compatible with the external format.", Column 19, lines 3-9.

For claim 3:

A web conferencing system according to claim 1 (see supra for claim 1 discussion), wherein the means for receiving the full-motion video signal from the remote location includes a plurality of coder/decoders (codecs) (see FIG 13, Plurality of Codecs (items 1332, 1334, 1336, 266, 1342, 1344, 1348, 1350, 266, 460, 462, and 485), and a video server (see FIG 13, video server, item 926) wherein the video server is configured to combine video signals provided by the respective codecs to generate the full-motion video signal (mpeg is a motion picture format, ""The pixel-domain-codec encoder 1304 and decoder 1306 are designed for custom coding algorithms such as vector quantization, pixel domain operations for the DCT transform based on standard coding algorithms such as ***MPEG***, et al, ... ", Column 19, lines 41-44).

For claim 4:

A web conferencing system according to claim 1 (see supra for claim 1 discussion), wherein the means for receiving the full-motion video signal from the remote location includes a plurality of

codecs (see FIG 13, Plurality of Codecs (items 1332, 1334, 1336, 266, 1342, 1344, 1348, 1350, 266, 460, 462, and 485)), a video/audio server (see FIG 13, video server, item 926 in conjunction with column 5, lines 51-54 , "Although our invention entitled 'Multimedia', we have been mostly focu[s]ed on 'new hardware and software techniques' for the 'motion video'. In addition, we have also shown new techniques how to integrate (overlay) motion video with other media article in order to create a complete multimedia presentation. Since there have plenty of prior arts showing techniques to handle other media, i.e., CD audio, fax, telephone, computer graphics, or digital camera. Also because the performance requirement for these media types are much less demanding. Therefore, the encoding and decoding of other media types in our invention can be easily implemented in general purpose computer hardware and software, embedded hardware controller, or special purpose digital-signal processors.". To be able to handle audio, the item 926 has to have audio capability and therefore item 926 is a audio/video server) and an audio server (Implementation of audio server is taught, "Therefore, the encoding and decoding of other media types in our invention can be easily implemented in general purpose computer hardware and software, embedded hardware controller, or special purpose digital-signal processors.", the video/audio server is configured to receive video

and audio signals (FIG. 13, top right receiving signals from TV (which contain both audio and video), which implies the item 926 is receiving both video and audio signals), provided by the respective codecs to generate a video portion of the full-motion video signal (see FIG 13, Plurality of Codecs (items 1332, 1334, 1336, 266, 1342, 1344, 1348, 1350, 266, 460, 462, and 485), in conjunction with mpeg is a motion picture format, ""The pixel-domain-codec encoder 1304 and decoder 1306 are designed for custom coding algorithms such as vector quantization, pixel domain operations for the DCT transform based on standard coding algorithms such as ***MPEG***, et al, ... ", Column 19, lines 41-44) and

the audio server is configured to communicate with the video/audio server for receiving the audio signals to generate an audio portion of the full-motion video signal (communication path between video/audio server and audio server is implicitly taught because the art teaches how to disassemble and transfer audio object to an separately implemented audio server by considering the teachings at, "Each media object within a category, namely, audio, still image, motion video, text and graphics woubld be imported to a multiplexer 252 dedicated to each category in order to identify the input signal and then be directed to a dedicated overlay 254 for each category of media object. The overlay 254 provides the ability for the assembly, ***disassembly***, deletion, addition and modification of a

selected group of multimedia objects.", column 3, lines 55-62 and "Although our invention entitled 'Multimedia', we have been mostly focu[s]ed on 'new hardware and software techniques' for the 'motion video'. In addition, we have also shown new techniques how to integrate (overlay) motion video with other media article in order to create a complete multimedia presentation. Since there have plenty of prior arts showing techniques to handle other media, i.e., CD audio, fax, telephone, computer graphics, or digital camera. Also because the performance requirement for these media types are much less demanding. Therefore, the encoding and decoding of other media types in our invention can be easily implemented in general purpose computer hardware and software, embedded hardware controller, or special purpose digital-signal processors.", column 5, lines 51-54).

For claim 5:

A web conferencing system according to claim 4 (see supra for claim 4 discussion), wherein the first network interface is ***configured*** for compatibility with one of a global information network (See Figure 1, Interface to TV through wireless connection, which is a global information network or Figure 3, several global information network interfaces, like 16 KPS ISDN, 64 Kbs 25DN

BRI, 128 Kbs IDN 2B, 384 Kbs ISDN 2B, 1.544 Mbs ISDN PRI, and T1) and a private Internet protocol (IP) network (see Figure 6A, shows an interface to an 10 Mbs Ethernet interface which is typically understood to be a IP network), and

a second network interface provides the audio signals between the video/audio server and the audio server (see FIG. 6A connecting to FIG. 6B, where 6B is the host processor interface) , the second network interface is configured for compatibility with one of a public switched telephone network (PSTN), IP network, and voice-over-IP (VoIP) network (FIG. 6A has interfaces to V.29 Fax modem, V.32 PROTOCOL MODEM, SWITCH 56 (***PSDN public switch***), ***ISDN terminal adapter*** and ***Ethernet connection*** (which is typically associated with IP network)).

For claim 6:

A web conferencing system according to claim 1 (see supra for claim 1 discussion), wherein the means for receiving the full-motion video signal from the remote location includes

a second network interface for receiving the full-motion video signal from one of an integrated switched digital network (ISDN) network and an IP network (See FIG. 6, 2B + D ISDN BRI and PSDN PUBLIC SWITCH NETWORK, which is typically an IP

network in conjunction with, "FIG6 illustrates the interactions between the front end communication systems and the host processor 218, system memory 216, pixel processor 206, frame memory 214 and display processor 212. These interactions are performed through system bus 418. The ***incoming video sequence*** 602 is ***first received*** by a front end demodulator.", column 10, lines 45-50), and

the second network interface (See FIG. 6, interfaces of PSDN PUBLIC SWITCH or V.32 PROTOCOL MODEM (only need to be capable of supporting, since it is only configured) is independent of the first network interface (see FIG. 6, Ethernet interface is first interface).

For claim 7:

A web conferencing system according to claim 1 (see supra for claim 1 discussion), wherein the means for providing the full-motion video signal to the web conferencing system includes a format converter (See FIG 13, Item 410, FORMATTER) coupled to one of the plurality of codecs (Plurality of codecs, (items 1332, 1334, 1336, 1338, 1342, 1344, 1348, 1350, 266, 460, 462, 485) coupled to FORMATTER) for converting the full-motion video signal (top right interface to TV, which is a full motion video signal) into a

digital signal compatible with the web conferencing signal (mpeg is known to be a standard web format for video motion pictures, "The pixel-domain-codec encoder 1304 and decoder 1306 are designed for custom coding algorithms such as vector quantization, pixel domain operations for the DCT transform based on ***standard coding algorithms*** such as ***MPEG***, et al, ... ", Column 19, lines 41-44), and

the first network interface coupled to the format converter for receiving the digital signal and providing the digital signal to the plurality of web conference subscribers (See FIG. 6, Ethernet interface, that can receive and send mpeg data).

For claim 8:

A web conferencing system according to claim 7 (see supra for claim 7 discussion), wherein the one of the plurality of codecs converts the full-motion video signal into an analog signal having a format of one of NTSC, PAL, SECAM, analog component video and S/Video (See FIG. 7A, item 548, DIGITAL RGB → ANALOG RGB (3 lines) → COMPOSITE NTSC).

For claim 9:

A web conferencing system according to claim 1 (see supra for claim 1 discussion), wherein the means for receiving the full-motion video signal from the remote location includes a plurality of coder/decoders (codecs) (see FIG 13, Plurality of Codecs (items 1332, 1334, 1336, 266, 1342, 1344, 1348, 1350, 266, 460, 462, and 485), and a video server (see FIG 13, video server, item 926) wherein the video server is configured to combine video signals provided by the respective codecs to generate the full-motion video signal (mpeg is a motion picture format, ""The pixel-domain-codec encoder 1304 and decoder 1306 are designed for custom coding algorithms such as vector quantization, pixel domain operations for the DCT transform based on standard coding algorithms such as ***MPEG***, et al, ... ", Column 19, lines 41-44), and

the means for providing the full motion video signal to the web conferencing system includes a format converter (FIG. 9, item 410, FORMATTER) which converts the full-motion video signal into a format compatible with the web conferencing signal (mpeg is known to be a standard web format for video motion pictures, "The pixel-domain-codec encoder 1304 and decoder 1306 are designed for custom coding algorithms such as vector quantization, pixel domain operations for the DCT transform based on ***standard coding algorithms*** such as ***MPEG***, et al, ... ", Column 19, lines 41-44).

For claim 10:

A web conferencing system according to claim 1 (see supra for claim 1 discussion) wherein the means for receiving the full-motion video signal from the remote location includes

a codec for receiving the full-motion video signal from one of a video play-back device (see FIG 4A, item 102 VCR which is a video play back device generating the formats of S-VHS (item 469), NTSC (item 464), PAL(item 466) and SCAM (item 468)) and a video feed from a satellite receiver, the codec configured to decompress the received full-motion video signal to produce an analog video signal (see FIG. 4B, see full motion analog signals of item 464 NTSC, item 226 VGA, and item 224 RGB), and

a format converter (see FIG. 13, item 410) coupled to the codec (coupled to the codec through frame buffer) for converting the analog video signal into a format compatible with the web conferencing signal (mpeg is known to be a standard web format for video motion pictures, "The pixel-domain-codec encoder 1304 and decoder 1306 are designed for custom coding algorithms such as vector quantization, pixel domain operations for the DCT transform based on ***standard coding algorithms*** such as ***MPEG***, et al, ... ", Column 19, lines 41-44).

For claim 11:

A web data conferencing system comprising:

a video server (FIG. 4B, item 218 is the video server) for receiving a full-motion video signal from a remote location (FIG 4A, item 102, receiving full motion video signal from VCR remote location); and

a processor (Figure 14, Item 926, SCALABLE PROCESSOR & FRAME MEMORY (SMART)) coupled to the video server (FIG. 4A & B. Coupled to host processor by system bus) for converting the full-motion video signal into a format compatible with the web conferencing signal (mpeg is known to be a standard web format for video motion pictures, "The pixel-domain-codec encoder 1304 and decoder 1306 are designed for custom coding algorithms such as vector quantization, pixel domain operations for the DCT transform based on ***standard coding algorithms*** such as ***MPEG***, et al, ... ", Column 19, lines 41-44);

wherein the processor is configured to communicate with a first network (FIG. 6A, through T1 CSU), the video server (See FIG. 6B, HOST PROCESSOR) is configured to communicate with a second network (See FIG. 6A & B, Host

processor connected to NETWORK COMMUNICATION PROCESSOR through SYSTEM BUS), and

the first network (FIG 6A, T1 CSU) is independent of the second network (FIG. 6A, SWITCH 56 DSU (PSDN public switch).

For claim 12:

A web conferencing system according to claim 11 (see supra for discussion of claim 11) wherein the full-motion video signal includes full-motion interactive images of a plurality of participants communicating with each other over the second network (FIG. 6, PSDN PUBLIC SWITCH Digital network, illustrates the interactions between the front end communication systems and the host processor 218, system memory 216, pixel processor 206, frame memory 214 and display processor 212. These interactions are performed through system bus 418. The ***incoming video sequence*** 602 is first reeived by a front end demodulator 515. Network communication processor) , and

the processor is configured to transmit the converted full-motion video signal to another plurality of participants communicating over the first network (FIG. 6A, the processor through system bus, network processor will communicate through, T1 CSU).

For claim 14:

A web conferencing system according to claim 11 (see supra for claim 11 discussion) including

a codec and a format converter serially connected to each other between first and second ends (see FIG. 13, Codec and Formatter are logically serially connected through Frame memory) and

the first end connected to the processor (see FIG. 13, processor is connected to 1332 through frame buffer to the item 1332, CODEC) and

the second end coupled to the video server (See FIG. 6B, HOST processor is video server) by way of the second network (See FIG. 6B, SYSTEM BUS is second network),

wherein the codec converts the full-motion video signal into an analog signal (See FIG. 4B, DISPLAY processor from system bus converts CODEC signal into analog signal as shown by item 464,NTSC signal which is a television (motion video) standard analog signal) and

the format converter converts the analog signal into a digital signal compatible with the processor (See FIG. 13, Item 410, through the item 926 (SMART) SCALABLE PROCESSOR & FRAME MEMORY converts analog signal to digital signal, in conjunction with column 18, line 67 and 19, line 4, "... capable of

translating a programmable internal format in compliance with a wide variety of international standard and custom video coding algorithms such as MPEG, H.261 and vector quantization.").

For claim 15:

A web conferencing system according to claim 14 wherein the codec is configured for video compatibility with one of H.261, H.263 and H.264 protocols, and configured to decompress video using one of H.320, H.323, H.324, MPEG-1.MPEG-2 and MPEG-4 protocols (MPEG formats are supported, "The scalable memory array can also provide remote MPEG 240 video playback.", column 14, lines 1-2.) and

the format converter is configured to provide the digital signal using one of JPGL, VCF, QCF and PGB (See FIG. 3, item 302, CIF; item 304, QCIF format; the formats supported).

For claim 16:

A web conferencing method comprising the steps of:

(a) receiving a full-motion video signal from a remote location (See FIG13, top right hand side, receiving motion video from either TV or camera or from FIG. 2 A&B, item 238

(H.261), item 240 (MPEG) along with item 254, through network processor as shown in FIG 2A);

(b) converting the full-motion video signal into a format compatible with a web conferencing system (mpeg is known to be a standard web format for video motion pictures, "The pixel-domain-codec encoder 1304 and decoder 1306 are designed for custom coding algorithms such as vector quantization, pixel domain operations for the DCT transform based on ***standard coding algorithms*** such as ***MPEG***, et al, ... ", Column 19, lines 41-44); and

(c) transmitting the converted full-motion video signal to web conference participants using a web conferencing signal (see FIG. 6, Ethernet interface to be used to transmit web conferencing data to web conference participants).

For claim 17:

The method of claim 16 wherein

step (a) includes receiving full-motion interactive images of participants in a video conference (See FIG13, top right hand side, receiving motion video from either TV or camera or from FIG. 2 A&B, item 238 (H.261), item 240 (MPEG) along with item 254, through network processor as

shown in FIG 2A through the network interface of either v.32 PROTOCOL MODEM, or 2B + D ISDN BRI),

step (b) includes converting the received images into the format compatible with the web conferencing system (mpeg is known to be a standard web format for video motion pictures, "The pixel-domain-codec encoder 1304 and decoder 1306 are designed for custom coding algorithms such as vector quantization, pixel domain operations for the DCT transform based on ***standard coding algorithms*** such as ***MPEG***, et al, ... ", Column 19, lines 41-44), and

step (c) includes transmitting the converted images to the web conference participants, wherein the participants of the video conference are different from the web conference participants (see FIG. 6, Ethernet interface to be used to transmit web conferencing data to web conference participants).

For claim 18:

The method of claim 17 further including the steps of:

(d) extracting a sound signal after receiving the full-motion interactive images in step (a) (extraction of audio signal is implicitly taught because the art teaches how to

disassemble and transfer audio object to an separately implemented audio server by considering the teachings at, "Each media object within a category, namely, audio, still image, motion video, text and graphics would be imported to a multiplexer 252 dedicated to each category in order to identify the input signal and then be directed to a dedicated overlay 254 for each category of media object. The overlay 254 provides the ability for the assembly, ***disassembly***, deletion, addition and modification of a selected group of multimedia objects.", column 3, lines 55-62 and "Although our invention entitled 'Multimedia', we have been mostly focu[s]ed on 'new hardware and software techniques' for the 'motion video'. In addition, we have also shown new techniques how to integrate (overlay) motion video with other media article in order to create a complete multimedia presentation. Since there have plenty of prior arts showing techniques to handle other media, i.e., CD audio, fax, telephone, computer graphics, or digital camera. Also because the performance requirement for these media types are much less demanding. Therefore, the encoding and decoding of other media types in our invention can be easily implemented in general purpose computer hardware and

software, embedded hardware controller, or special purpose digital-signal processors.", column 5, lines 51-54); and

(e) transmitting the extracted sound signal to the web conference participants using a first network (see FIG 6A, Item 514, first RJ11 JACK from top, ADPCM voice interface) independent of a second network for transmitting the converted full-motion video signal to the web participants (FIG. 6A, bottom 10 Mbs Ethernet interface can be used to transmit to web participants).

For claim 19:

The method of claim 16 wherein step (b) includes

(i) converting, by using a codec, the received images into a decompressed video signal (FIG. 13, Item 1306, DECODE converts the received signal into decompressed signal in the frame buffer),

(ii) formatting, by using a format converter, the decompressed video signal into the format compatible with the web conferencing system((mpeg is known to be a standard web format for video motion pictures, "The pixel-domain-codec encoder 1304 and decoder 1306 are designed for custom coding algorithms such as vector quantization, pixel domain operations for the DCT transform

based on ***standard coding algorithms*** such as ***MPEG***, et al, ... ", Column 19, lines 41-44).

For claim 20:

The method of claim 19 wherein step (b) of converting and formatting is performed in a unit located at one location (See FIG. 1, top box, "(OUR INVENTION) done in a single box at same location).

8. Claim 21 - 23 are rejected under 35 U.S.C. 102(b) as being anticipated by Frank (US 6163798).

For claim 21:

A web conferencing method comprising the steps of:

(a) connecting a multi-point video conferencing system (see Figure 5, items 222, 206, 220 are multipoint video conferencing stations) with a web conference system (See Figure 5, items 402 and 206, 220 and 222) wherein

(i) the multi-point video conferencing system includes a plurality of codecs (see Figure 5, plurality of CODEC's 208 and 204) communicating with a multi-point controller (MCP) (See Figure 5, item 502 labeled as router is MCP), and

(ii) the web conference system includes a plurality of terminals (See Figure 5, items 222, 220 and 206 are plurality of terminals) communicating with a web conference server (Item 402 is web conferencing server);

(b) transmitting a motion video signal (Column 5, line 63, states, "NTSC or PAL composite video output", this is an analog television standard, i.e. motion video) to one of the codecs from the MCP (see Figure 5, left middle Remote VideoConference Station CODEC 204 transmits to MCP, i.e. to router); and

(c) converting the motion video signal received by the one codec (see Figure 5, 402 local server CODEC receives the motion video signal) into a format compatible with the web conference system (since local server is receiving motion video signal from the CODEC and communicating with 222, 206 it must have converted (implicit) to web compatible format); and

(d) transmitting the converted motion video signal to the web conference system (see Figure 5, item 402 is transmitting the motion video signal to items 206 and 222, which web conference system).

For claim 22:

The method of claim 21 (see supra for discussion of claim 21) wherein

step (a) includes connecting the one of the codecs to one of the terminals of the web conference system (See Figure 5, left middle item 202, Remote VideoConference Station CODEC to right middle 402, where the CODEC is connected to web terminal of 220).

For claim 23:

The method of claim 22 (see supra for discussion of claim 22) wherein

step (a) further includes connecting a format converter between the one of the codecs and the one of the terminals (since local server is receiving motion video signal from the CODEC and communicating with 222, 206 it must have had format converter (implicit) to generate web compatible format) ; and

step (c) includes converting the motion video signal into the format compatible with the web conference system using the format converter (since local server is receiving motion video signal from the CODEC and communicating with 222, 206 it must have a format converter (implicit)).

Claim Rejections - 35 USC § 103

9. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

10. Claim 13 is rejected under 35 U.S.C. 103(a) as being unpatentable over Shaw et al in view of trinary publication (Dec. 12, 2001).

Shaw et al teaches everything except for providing part of video signal as an audio signal.

The general concept of providing part of video signal as audio signal is well known in the art as shown in Figure 3 dividing one input into three outputs (see the Figure 3, one page 3, Out 0, Out 1, Out 2).

It would have been obvious to one in skilled in the art at the time of the invention to modify Shaw et al. in order to create a fast and power efficient design as taught in trinary publication (see page 3, last para, last line, "Thus making this a fast, and power efficient design element").

Conclusion

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Hari Kunamneni whose telephone number is (571)274-1592. The examiner can normally be reached on Monday thru Friday 7:30-5:00 PM alt. fridays off.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, FRANTZ JULES can be reached on (571)272-6681. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

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